

ARKHAM HORROR



CULT OF THE
GOLDEN SCARAB
EXPANSION

THE STORY SO FAR...

It has been a year since the atrocious events that surrounded the end of the infamous ‘Legacy of the Pharaohs’ exhibit. Exhibit Curator Masters is still missing, presumed dead. Professor Walters and his research staff are in seclusion. Professor Armitage has been called to Washington by the Bureau of Investigation, and Father Michael remains incarcerated at Arkham Sanitarium, screaming his lungs out night and day. The relics brought to Arkham from Cairo have spent the year locked in the vaults below the University library, quietly gathering dust beside Prinn’s *Mysteries of the Worm* and Al-Hazred’s *Necronomicon*.

But that is about to change. Professor Rice has recently ridiculed the outlandish suggestion that a mystical curse was responsible for the outrages that followed the last exhibition of the Egyptian collection. In fact, in order to fund the imminent re-opening of the exhibition, several lesser artifacts are being sold at auction, and the anonymous buyers are said to include several members of Arkham high society with ties to the secretive Silver Twilight Lodge.

The superstitious citizens of Arkham mutter that no good can come of such treasures passing into the wrong hands. Sinister, swarthy foreigners have already been seen prowling Arkham’s streets at night, and a number of Arabesque vessels have sailed up the Miskatonic from Kingsport, bearing unknown cargoes. Arkham has become a place of evil omens. A warm wind blows over the city from the west. The Miskatonic crawls like the Nile, and black shapes drift and writhe in the silent waters.

In the dark spaces below the city streets, voices human and inhuman speak in unison, whispering once again of ‘Horus and Anubis’, of the Typhonian Beasts, of ‘Sobek’ and ‘Thoth’ and the black pharaohs ‘Thesh’ and ‘Semerkhet, who slew legions’, of ‘Nitocris, queen of the dead’ and ‘the Ankh of Ra’, of the ‘four onyx sarcophagi’, of the Pillars of Amun, of the ‘blood-rites of Set’, the ‘beetle-cult’ of great antiquity, and the ‘valley of rot’, the ‘Ur-Sphinx’ and the ‘despised Nephren-Ka’.

But the curators of the exhibition are about to let loose worse powers than the degenerate scarab-cult and grave-songs that centuries have stripped of meaning. In even greater secrecy is uttered the black name Nyarlath-Hotep, who was the hidden prototype of all wickedness in the old dynasties of Egypt, and who waits at the centre of Time itself, an ancient tomb-black soul quieted only by the piping of blind, shapeless idiot flute-players. The people of Arkham – of the world! – are soon to discover that this is the place of His coming, and now is the hour.

WELCOME TO THE NEW VALLEY OF THE KINGS!

Cult of the Golden Scarab is an unofficial expansion for *Arkham Horror*. This expansion deals with events surrounding the re-opening of the ‘Legacy Of The Pharaohs’ exhibition, one year after that exhibition closed in appalling circumstances. Once again it falls to a small band of investigators to risk life, limb and sanity by battling the minions of the despised Nephren-Ka and preventing the resurrection of the loathsome subterranean carrion-gods of the Old Kingdom...

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Using this document

In addition to including new rules, this document reiterates a few rules that have appeared in *Dunwich Horror* and *Kingsport Horror*. So if you recognize a rule from one of the official expansions but think the *Golden Scarab* version is unclear, refer to the official version.

The document called ‘Designer’s Notebook’ contains commentary on a lot of the components of the expansion. If you encounter a rules ambiguity, or can’t figure out how something is meant to work, but can’t find anything about it in this document, the Designer’s Notebook should be your next port of call. Failing that, trying asking on the [Fantasy Flight Games message board for Arkham Horror](#).

The scarab symbol

Cult of the Golden Scarab cards are marked with a scarab. This symbol was added using Strange Eons, and if you want it to appear, you’ll need to run the plug-in ‘goldenscarabicon.seext’, which is in the folder ‘Expansion icon plugin’. (As a general rule, if you’re going to be using this expansion a lot, it would probably be worth you learning to use most of the functions of Strange Eons so that you can mess about with the cards however you like and fix any minor issues.)

COMPONENTS

A complete *Cult of the Golden Scarab* set should (if printed in its entirety) consist of the following:

- This rules document
- The 'Designer's Notebook'
- 8 **Investigator** sheets
- 8 **Investigator markers**
- 144 Investigator cards, including:
 - 32 **Common items**
 - 16 **Unique items**
 - 32 **Spells**
 - 16 **Skills**
 - 16 **Allies**
 - 32 **Exhibit items**
- 6 **Ancient One** sheets
- 1 **Herald** sheet ('Golden Scarab Cult')
- 1 **Guardian** sheet ('Egyptian Exhibit')
- 92 Ancient One cards, including
 - 36 **Arkham Encounter cards**
 - 24 **Other World Encounter cards**
 - 22 **Mythos cards**
 - 10 **Plague cards**
- 33 **Monster markers**
- 1 **Day/Night card**

Component overview

Cult of the Golden Scarab can only be distributed electronically, so you'll have to print the cards yourself. Cards printed at home will usually be distinguishable from official cards when the two types are in the same deck. You can basically ignore this problem (which is what I do) or you can try something clever, like using dice to randomly determine which cards to draw from a deck. It's up to you.

Below are descriptions of the new components.. **In many cases more than one copy of a card is required.** The pre-made 'deck' files include the required numbers of each card, but if you make new printing sheets you'll need to consult the Card List document to find out how many copies of each card should be added.



New Investigator sheets and markers

These sheets and markers introduce eight new investigators to the game. The back of an investigator sheet is non-essential 'fluff', so you might not want to bother printing it. In some cases the new investigators don't have backstories yet.

New Guardian sheet

This represents a force in Arkham that may actually *help* the Investigators. See the [Herald and Guardian rules](#). If you want to use this sheet, print it on paper or card. These sheets can be double-sided but it isn't necessary. The size doesn't matter either, as long as all the text is readable.

Day/Night Card

This special card is double-sided, showing 'Day' on one side and 'Night' on the other. See the [Day & Night rules](#) for more information. Print this card on paper or cardboard, using the 'Day' file as the front and the 'Night' file as the back. Size doesn't matter as long as the text is readable.

New Investigator cards

Most of these are additions to existing decks. This includes new Common items, Unique items, Spells, Skills and Allies. There is also a new investigator deck – the **Exhibit item deck**. This behaves in a similar way to other item decks, but there are one or two differences. See the [Exhibit item rules](#) for more information. Print Exhibit items as you would Common items, Unique items or Spells. The directory for each type contains a .icon file which creates printing sheets for the deck. Item cards should be double-sided.

New Ancient One sheets

These sheets introduce six new Ancient Ones to the game. You can find commentary on these new foes in the Designer's Notebook. Print the sheets on paper or card. The back is non-essential.

Plague cards

These ten cards are used by the Ancient One 'Nephren-Ka'. It doesn't matter what size or shape or colour they are, as long as they're all the same size and have identical backs, and as long as you can read the text on them. They're designed to be the same size as a Mythos or Encounter card.

Herald sheet

This represents an evil power that is preparing for the Ancient One's arrival. See the [Herald and Guardian rules](#) for more information. If you want to use this sheet, print it on paper or card. These sheets can be double-sided but it isn't necessary. The size doesn't matter either, as long as all the text is readable.



New Ancient One cards

The new Arkham Encounter cards, Mythos cards and Other World Encounter cards are all additions to existing decks. As with items, the directory for each type of card contains a .eon file which creates printing sheets. These cards need to be double-sided so that they can be told apart. Printing on thin card is recommended because home-made cards will need to be shuffled into official cards.

New Monster markers

There are a number of new monsters in this expansion, including two new Mask monsters. The monster directory contains a .eon file which creates printing sheets. Monster markers have to be double-sided because both sides have rules on them. Printing on thick card is a good idea because monster markers get shuffled in the cup and take more of a beating than most cards. Make sure you match up the right backs to the right fronts.

This expansion uses two movement types which you may not have come across – [aquatic monster movement](#) (orange border) and [stalker monster movement](#) (purple border). Click on the links to jump to the rules sections. The aquatic and stalker rules appeared in *Dunwich Horror* and *Kingsport Horror*.

GAME SETUP

While *Cult of the Golden Scarab* is intended to be used as a whole set, you should selectively omit components to fine-tune your playing experience. Bear in mind that some components specifically refer to others – the new Arkham Encounters sometimes refer to specific allies, for example.

Preparing decks

Shuffle the new Common items, Unique items, Spells, Skills, Arkham Encounters, Other World Encounters and Mythos cards into their respective decks (and see below for how to handle the ally deck). If you are also using the *Curse of the Dark Pharaoh* expansion, shuffle the new Exhibit items into the existing deck (even if you are using the ‘Visiting Exhibit’ rules). Otherwise, just shuffle the new Exhibit items.

Preparing the ally deck

Cult of the Golden Scarab contains 20 new allies, but only 11 allies *in total* should be used in each game. After shuffling the new allies in with the old, deal out 11 cards face-up and return all the others to the box. Players are allowed to examine the allies to see which ones are available. Then the allies should be turned face-down and shuffled again.

Any allies taken as random starting equipment should come from this deck. Any allies that are *fixed* starting equipment can be taken from this deck *or* from the allies that have been returned to the box.

Preparing the *monster cup*

Separate the two new Mask monsters from the other new monsters. Set them aside, along with the Mask monsters from original Arkham Horror. Separate the three Golden Scarabs from the other new monsters. Set them aside. After separating out the Mask monsters and the Golden Scarabs, you should add all the other new monster markers to the ordinary monster cup during game setup.

NEW ITEM RULES

Exhibit items

A new type of item; ancient Egyptian artifacts that Miskatonic University foolishly had shipped from Cairo. In most circumstances, Exhibit items work the same way as Common items, Unique items and Spells. Exhibit items count towards item totals when investigators go *insane* or *unconscious*.

Tasks

These are a subtype of Common items which represent odd jobs the investigators can do for specific rewards. Task items list a number of locations. In order to complete the Task and gain the ‘Payoff’, the Investigator who has the card must spend an Arkham Encounter Phase at each of the locations *in the order that they appear on the card*. Use tokens to indicate how many items on the list have been completed. When the card has one token for each item on the list, the card is returned to the box and the investigator receives the Payoff.

Missions

These are a subtype of Unique items which represent special quests the investigators can undertake for specific rewards. Mission items list a number of locations. In order to complete the Mission and gain the ‘Effect’, the Investigator who has the card must spend an Arkham Encounter Phase at each of the locations *in the order that they appear on the card*, and also pay the ‘Sacrifice’ *at each location at the start of the Upkeep Phase after the encounter*. Use tokens to indicate how many locations on the list have been visited. When the card has one token for each listed location, it is returned to the box and the Effect happens.

Handless weapons

Cult of the Golden Scarab includes a few weapon items with a letter ‘X’ in the bottom left corner instead of hand symbols. The X indicates that the weapon doesn’t require any hands, and so can be used even if the Investigator’s two hands are already full.

Ankhs, Masks, and Coffin Texts

These are ‘sub-types’ of items. The tags ‘Coffin Text’, ‘Ankh’ and ‘Mask’ on an item don’t do anything by themselves; ignore them unless they are mentioned by another card or effect.

Allies that ‘provide’

Some allies in *Cult of the Golden Scarab* have the ability ‘**Provides:** [item, tokens etc.]’ This is shorthand for ‘When this ally joins you, you gain [item, tokens etc.]’. The ally will only provide the bonus once, and you don’t have to discard or lose the bonus just because you’ve lost the ally. It’s a one-time gift and it stays with you regardless of what horrible fate the ally later suffers.

NEW MONSTER RULES

Nocturnal monsters

‘Nocturnal’ is a new monster special ability. This ability requires that the investigators are using ‘Egyptian Exhibit’ Herald. Nocturnal monsters have variable movement. If it is *day*, these monsters move as per their ordinary movement. If it is *night*, these monsters move according to the movement type listed in brackets after ‘nocturnal’.

Elusive monsters

‘Elusive’ is a monster special ability. An Elusive monster’s Awareness modifier is green rather than red. Investigators may leave or end their movement in streets or locations containing Elusive monsters *without having to fight or evade those monsters*. In order to fight an Elusive monster, the investigator must be in the same area as the monster in the movement phase and must pass an Evade check against the monster. If the Evade check passes, combat begins as normal. If the Evade check fails, the investigator’s movement ends.

‘Spawn’ monsters

This monster ‘property’ is indicated by a **red circle** in the bottom-left corner of the front of the monster marker. Spawn monsters are not added to the cup (see the [rules on preparing the monster cup](#) for more details). Spawn monsters should only be used if another card says so. They ignore the monster limit and never go to the Outskirts. They can’t be claimed as trophies unless another card allows it.

Stalker movement

This is a new movement type, indicated by a **purple border**. A stalker monster moves like a black-bordered monster *unless there is an investigator in an unstable location or street adjacent to it*. In those cases, the monster moves to the location with the investigator. If there are two investigators adjacent to a stalker in this way, it heads for the one with the lowest Sneak. If there is a tie, the first player decides.

Aquatic movement

A new movement type, indicated by an **orange border**. This movement type works as normal (black-bordered) movement except when aquatic locations are involved. There are no aquatic locations in ordinary *Arkham Horror* or *Cult of the Golden Scarab*, so treat these monsters as black-bordered unless you are using another expansion which introduces aquatic locations.

NEW GAME RULES

These rules are *additions* to the rules of original *Arkham Horror*, and in many cases replace specific parts of those rules. In some cases they are clarifications for existing rules concepts.

Heralds and Guardians

During game setup, the players may choose one or more Herald and/or Guardian cards and place them beside the board. Heralds and Guardians provide special rules which make the game easier or more difficult. Simply follow the instruction on the chosen Heralds and/or Guardians and use any other cards or tokens as instructed. Using more than one Herald or more than one Guardian is likely to unbalance the game.

Terror level clarification

If the terror level is 10 and an effect makes it increase, add a doom token to the doom track instead. If there are any allies left in the deck, return one to the box as normal.

Monster surges

Cult of the Golden Scarab cards use the term ‘monster surge’ to refer to the placement of multiple monsters which takes place when a gate tries to open on a location where there is already a gate.

Retiring investigations

At any point, a player can ‘retire’ his or her Investigator. Shuffle the Investigator back into the pile and discard all their items, skills, dollars, clue tokens, special tokens and special cards, but transfer monster and gate trophies to a new Investigator drawn at random. The player then begins playing with the new Investigator next turn, starting at the home location as normal.